Notebook of New Video Game Ideas

Adam Jeremy Capps

Notebook of New Video Game Ideas
2023- Adam Jeremy Capps
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“It’s a secret to everyone”

Free and in the public domain..

IDEAS ONE-3

1.) You can set certain things up for you or your team. These things allow you to do things that others cannot, let you do things differently, pull of tricks, or change the circumstances of things.

A platform put there by you lets you jump off of a building, something your opponent didn't predict. You can sabotage making something back fire. You can make something helpful only to you.

2.) Your home base is designed by you and your team to make it impenetrable - complete with traps, barriers, secrets, and the best of what you have gotten.

3.) You are given a set of secrets that only you know and the other players do not. They are given a set of secrets too.

Ideas 4 & 5

4.) More about Idea #3 (having your own set of secrets):

The secret is if the star in the night time sky twinkles red then that's the time to attack. If it twinkles blue then that's the time to run.

"The code for the blue red door is 5679."

"A special weapon is found in Room 9."

5.) Suddenly the screen says or is heard "The Gods have blessed you," and a treasure comes down from above. You may have worn tatters (and became weaker with them) to honor them.

Adam Jeremy Epps

Ideas 6~8

6.) At the end of a battle you can choose to keep your money or tithe it to the deity you worship. Tithing to your god can benefit you.

Or the same idea but to a temple. The more you tithe to a temple the more is added to it, useful things, even unto free services.

Or you could choose to invest it into something else.

7.) In a platformer, collect the four pieces to the image. At the end of the level you see the whole image & know you can enter the bonus level.

8.) Better to have the metallic key, the wooden ones break too easily. Best to have the golden one, it can open all doors.

IDEAS 9 ~ 15

9.) There is a key that whistles when it is near a door it can open.

10.) There is a sword w/a lion face helm that roars when it is at full power.

11.) There is a medallion that shines when treasure is around & is the only thing that makes it visible.

12.) A fire created at the graveyard has a strange effect.

13.) Some things that you would explode have an energy bar. Down to zero energy blasts it away but not before.

14.) Blowing up certain boulders turns them into a pile of magic dust.

15.) Vehicles use magical energy fruit.

IDEAS 16 & 17

16.) Implementing things such as AI text-to-image, AI created music, and allowing the player to have a say in it. Let it go hand in hand w/ the players creating the world around them. You can have your character's look be made through it. You can choose to make other characters & enemies that way (from AI text-to-image.) They could be used as "magic words." You can create spells through those words. You can reverse any harmfull effect they have through a "heal" spell if damage was done, or that spell could be called "reverse" or "restore."

17.) You can collect musical instruments to add to the music in the game. If you get a harp then a harp melody is added to the overall music.

IDEA NO. 18

18.) You can buy "blessings of the gods" things in the game. You pay certain people in the game to get one. They may say:

"The shop will have something free for you."

"Thanks. Find 10 coins and get 10 free."

"Your lucky numbers are 15, 20, 35, and 42" (with these, if you take that amount of HP from an enemy, it will double.)

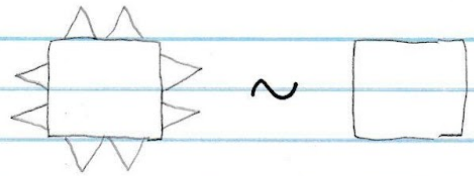
"At midnight the locked door will open." (You notice a door in town w/a locked door.)

"Your arrows will double."

"The gods will bring you back to life."

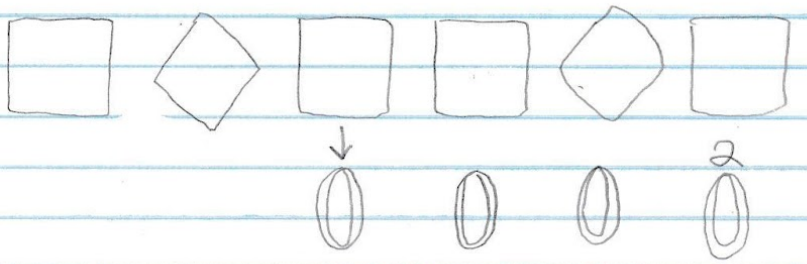
Ideas 19~21

19.



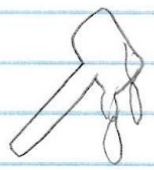
Spike blocks have great power-ups but you can only hit them when the spikes go inside. That might take a switch.

20.



Rotating block continually drop coins. The player sees a number above it that increases.

21.)



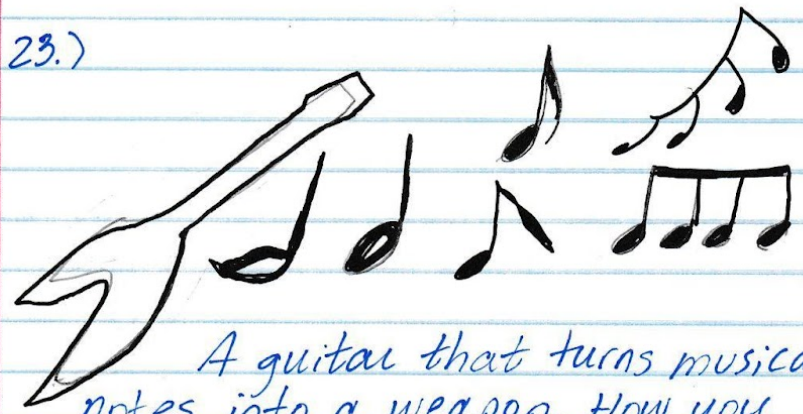
A slime hammer. Use the power of slime.

A slime hand enemy.

IDEAS 22-24

22.) No treasure chest looks the same. Some are made of wood, others of silver, crystal, or gold. Some have ornaments and shine and some are larger than others. The better it looks, the better its contents.

23.)



A guitar that turns musical notes into a weapon. How you play the guitar determines what weapon- notes come out.

24.)

An energy bar for the amount of "boosts" (hold down button power) for your weapon. When depleted no more boosts. You can replenish the energy bar.

ideas 25-28

25.) The energy taking wand can take energy from many different things, such as: crystals, flames, different moon phases (especially a full moon), weaker enemies, magical pools of water, coins, and so on. As for coins that gives you the option of either taking it to spend or taking power from it.

26.) A self protecting cape w/ spikes

27.) A negative character transforming effect of a blanket going around you and turning you into a mummy.

28.) The thief job class can send out several hands w/o arms to pick-pocket & rummage through your enemie's things, bringing them to you.

ideas 29-32

29.) The pub in the game has a jukebox where NPC's go back & forth changing the tunes. It would be neat if they were tunes from previous games in the franchise.

30.) You have a cape and when it changes color it means different things. Or different colors of capes gives you different powers.

31.)

You collect things of color & if you find an even amount of them (from all "1's" to all "9's;") you are rewarded. The higher the even amount the greater your reward.

32.) Being heavily rewarded for leveling up: new suits only higher levels can have, access to more, greater privileges, & so on.

IDEAS 33 & 34

33.) The story-telling (or you could call it the story-casting) magician can make your dreams come true. S/he can help give you the game you want to play. You decide from different options such as:

"You will find a lot of friends along the way," or,

"You will find a lot of treasure along the way," or,

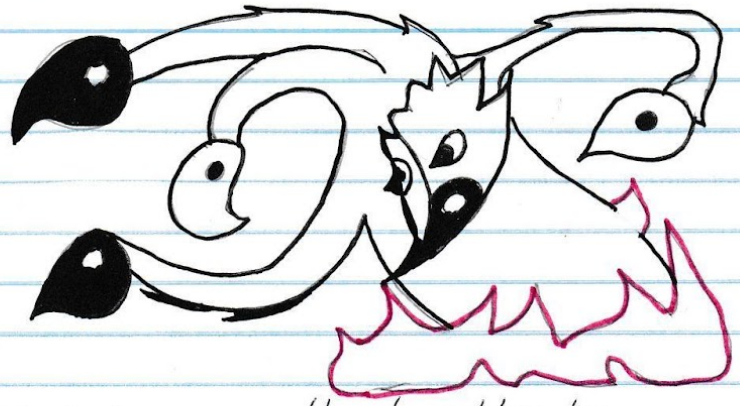
"You will gain a lot of power along the way," or,

"You will discover a lot along the way."

34.) "Destiny stones" basically do the same thing. They say you will be blessed in one way or another. After you find them something good will happen.

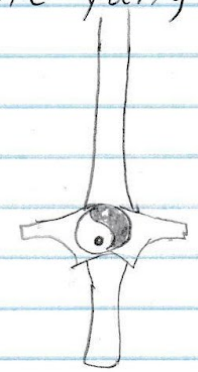
Ideas 35-37

35.)



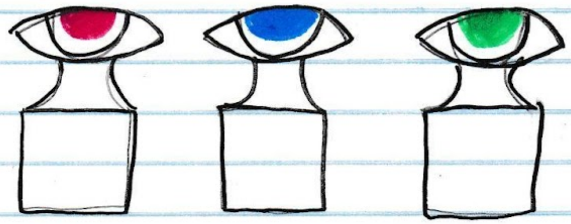
A yin-yang enemy that attacks w/ the yang & heals itself w/the yin.

36.)



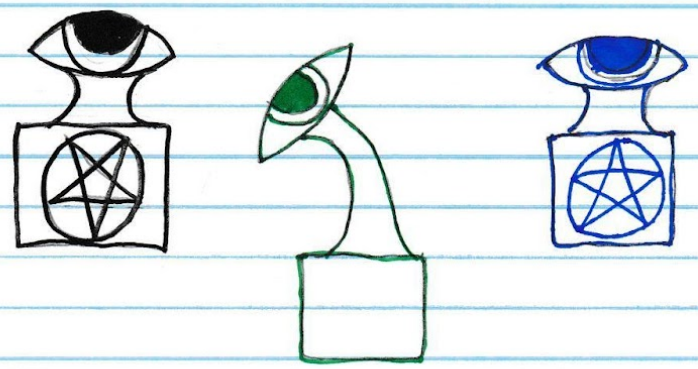
Yin-yang sword heals and attacks at the same time.

37.)



Strike these to get your item/power-up. Different color pupils means different thing given.

Ideas 38,39



38.) More looks & a little animation for them.

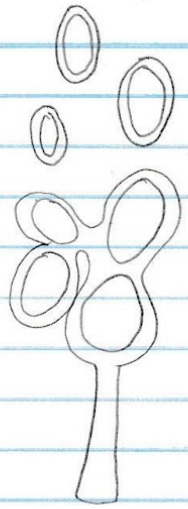
39.) Some rooms only allow you to be in them for a limited amount of time, so hurry to find what you need.

Some rooms turn off the light after a few seconds, so hurry through.

Some rooms set on fire & quickly consume everything — so hurry.

And some rooms compact so don't take too long there.

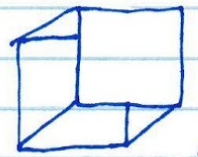
ideas 40-43



40.) A bubble flower makes bubble coins. A "coin-bubble-flower."

The idea that money floats like bubbles.

41.)



Square bubbles with things inside.

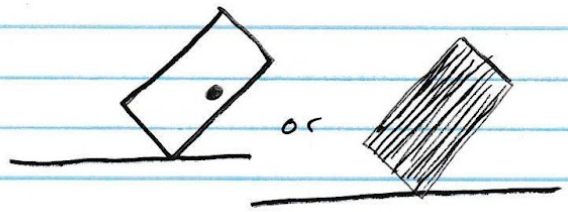
might do triangular or something else.

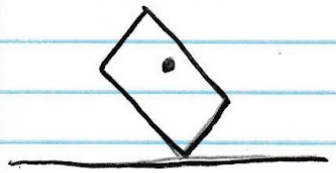
42.) Bubbles colide. They have things in them that when they do they collide into something greater. They then pop & drop down something useful.

43.) Bubbles of different colors collide & make new colors. So red and blue make purple & so on. And each color means its own thing.

Ideas 44-46

44.) A sideways door leads you into another realm.





One tilted the other way = 3rd realm.

45.)

A hand that comes out of a cloud snatches you up.

46.) It rains.. spike drops, slime, things other than water.

Ideas 47-51

47.) Spell of a rainbow that wraps around an enemy and turns them into something cute.

48.) A spell where you change the setting to your benefit. Depending on the character who casts it, it places them into a natural environment for them.

49.) A spell that has a devil drag an enemy into a pit & if that enemy is large then 2 devils will come out.

50.) Red bamboo sticks have fire magic. Brown = Earth, Blue = water. Yellow = air. They have powerfull magic but limited uses.

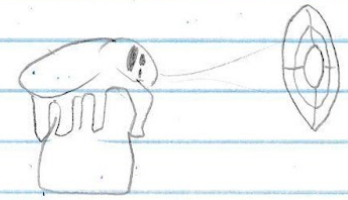
51.) You have a magical lantern that as long as it is on your energy will gradualy restore. It limits your ability to do other things, however.

52-54

52.)

A spider that flies and shoots string web at you, trying to pull you in.

53.)



A spider statue shoots out webs towards you.

54.) A statue of a man w/ a spear lunges out spears towards you.

A statue of an octopus tries to grab you & squeeze away some of your energy.

The blue one has shorter arms than the red one.

55 - 59

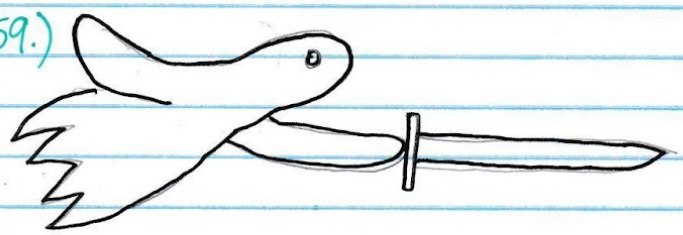
55.) You show a monster's severed head to a face. et opens its eyes, yells, the ground rumbles, and you have an entrance into hell | the lower realm.

56.) There is a statue of a ninja & if you get too close to it it comes alive and attacks you.

57.) A dark ninja is a thing you can summon.

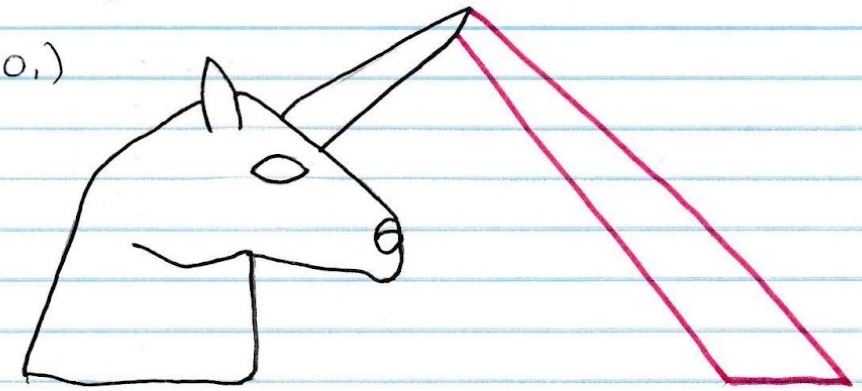
58.) Dancing spirits like in a gothic style is something you can summon.

59.)



60, 61, 62

60.)



A unicorn head statue tries to harm you w/a large red beam. You can add wings to it, make it float, or keep it stationary.

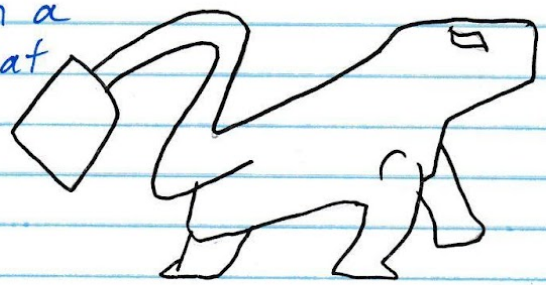
61.) In a fighting game if you beat all of the opponents in the first round you get to fight the second boss for an even greater title. You might even get a third boss if you beat the first two in the first round.

62.) In a racing/cart game there is a toxic gas powerup that melts the tires of any racer who comes near it.

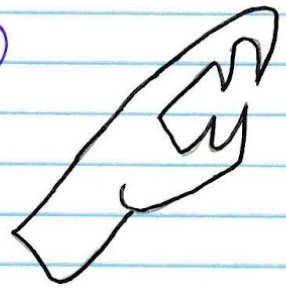
63,64.65,66

63.) cln a racing game there is a "hot" short-cut. The problem is, is that it will melt your tires if you stay on it for too long.

64.) Riding on a creature that can smash things w/ its tail.



65.)



Claw gloves are great at grabbing things.

66.) Different color clouds take you to different kinds of places.

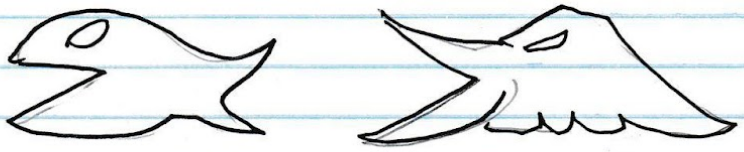
67, 68

(67.)

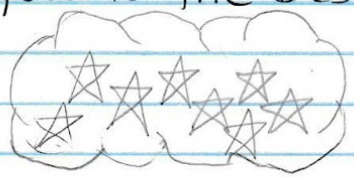
A star w/ a mouth lowers down to you, consumes you, and takes you some place else.

(68.)

You enter into the mouths of different things to take you to different places.

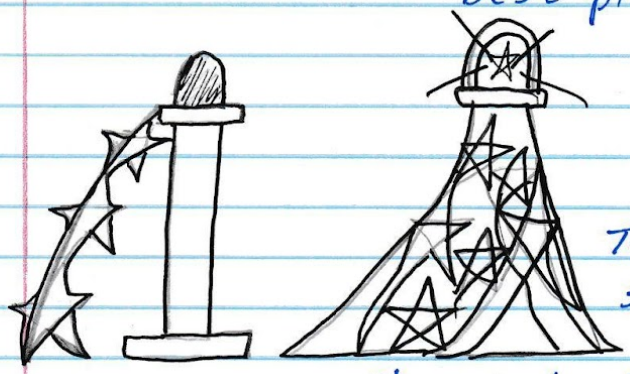


69.) Clouds w/ stars on them take you to the best places.



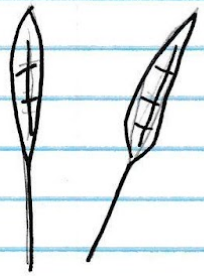
70.)

"Star bridge" that takes you to the best places.



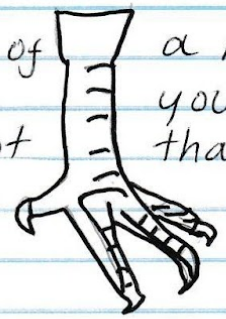
Other looks. The stars should shine & glimmer. The color they shine indicates where they take you.

71.) Falling "feather needle," comes off of flying enemies. Don't let the needle touch you!



72, 73, 74

72.) Instead of a hand coming down to grab you, it is a chicken foot that does.



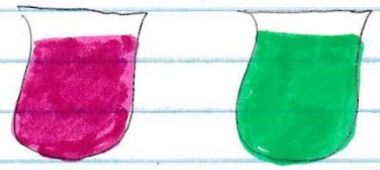
73.) A magical mallet for a magical drum. Maybe used to open an area you can't get into otherwise. Or calling down a god, calling for help, or bringing something to life.

74.) A magical clock that can slow down time, speed up time, pause time, or reverse time.

Hour glass items either speeds up enemies or slows them down so a character takes a risk for getting them.

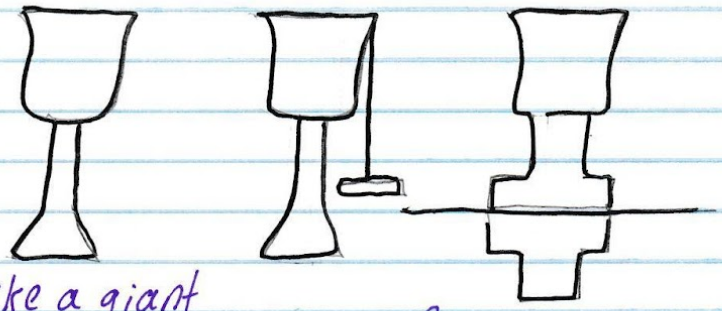
75 - 77

75.) When certain music melodies play certain things appear. It isn't extra music, just a part of the regular music.

76.) 

Large fluid containing containers.

Jump into them, tilt them over, flush them, throw something into them, smash them, mix them.. To have different things happen.

77.) 

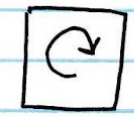
more like a giant chalice

one to tilt & instead of a pipe, a large self flushing "Cup" pipe.

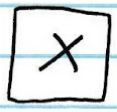
- Something that spins you around & flushes you downward.

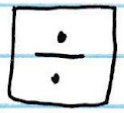
78 & 79

78.) A weapon that is more powerful when used to the left over the right. Or to attack w/ it to the left is a magic spell, attack to the right a sword strike. Or attacking to the left heals you instead of attacks. Maybe certain weapons have their own "magic area," when used there a special thing happens.

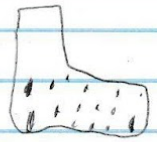
79.)  The return block brings things back

The add block adds things to the game/level.

 The times block makes everything worth or contain more.

 The devide block sends all powerups to the next level.

80 ~ 83

80.)  The "seeds boot" has things grow that would not otherwise, depending on your step. Such as a large upward going vine you can climb. Could be used in a metroidvania game.

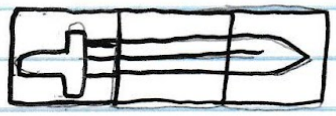
81.) Squeak or horn boots. Using them attracts or repels enemies. maybe they scare away ghosts.

82.) A horn sword doing the same thing. Player can either strike w/ it or squeeze the handle causing a horn to blow which scares away enemies.

83.) Black throwing stars come out in ones. Blue throwing stars in two's, in three's for green & in 4's for red. So try to find the red throwing star power-up.

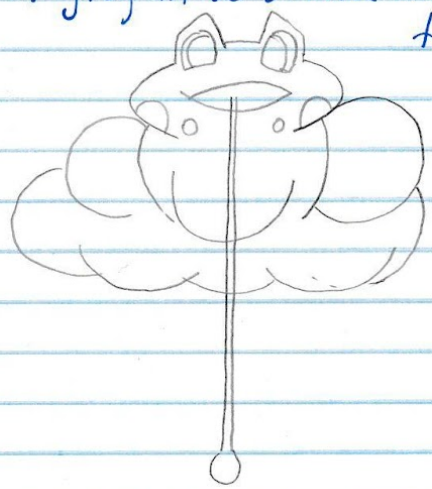
84 & 85

84.) Random blocks fall randomly from above. Like a puzzle, and if an image happens to form then you will get something based on it. Some are 3 bricks, maybe making an image of a sword:



(which you will get if it does.) or it could be many bricks that fall down. I would include both in the game.

85.) A frog in a cloud above is always trying to eat you.



87, 88, 89

86.) There is always something in the previous level to help you. One level has a kite (you can fly with) and the next is windy. One level has snow boots hidden somewhere and the next has snow, and so on.

87.)

magical "tornado boots" gives you the power of creating a tornado below you.

88.) Drinking a red potion gives you fire breath for a while. Drinking the blue "water" potion gives you rushing water from your mouth. The yellow "wind" potion allows powerful winds to come out of your mouth, temporarily.

ADAM JEREMY CAPPS

89, 90, 91

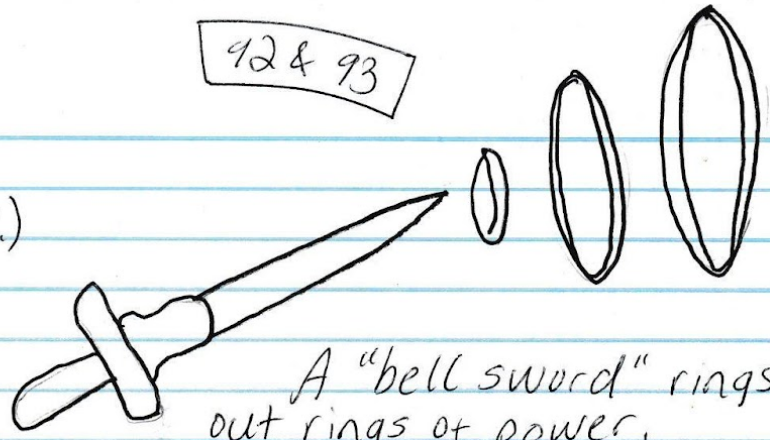
89.) "The land where strange things grow." Crystal skulls grow, potion filled gourds, fairies like the pumpkins there because they have magic to them, and maybe it is so because magic water crosses over it.

90.) You can buy drones in the game to gather and build things. Different drones are capable of different things & sometimes you need many of them. They can also be used for travel, getting a better look at things, and bringing things together.

91.) The scout job class can see into areas w/o actually moving back & forth within them. cet makes things like dungeons easier. They find things better. They can alert you to what you may need. They can answer to where things are & where the player should be.

92 & 93

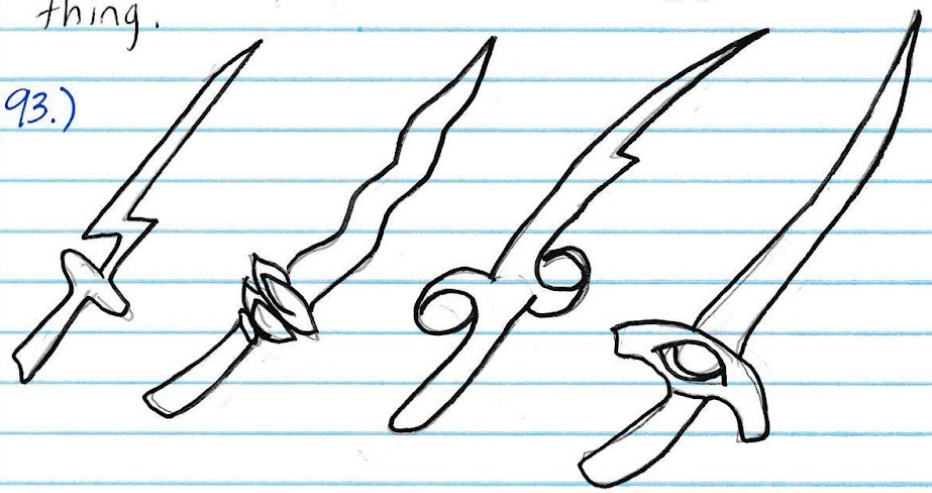
92.)



A "bell sword" rings out rings of power.

There are different kinds of such swords that each do a different thing.

93.)



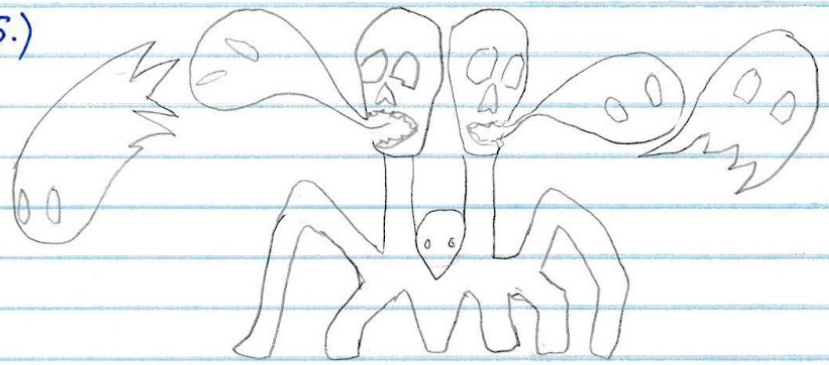
Some swords. cln order: A lightning sword. 2) a wind sword. 3) A wind + lightning sword. & 4) an eye sword. That one makes you target your enemy better.

Ninty Four & 5

94.)

Deadly Rainbow Star powerup.
Jump around as a star, double jump, tripple jump, go over things, form a rainbow that melts into dangerous black ooze.

95.)



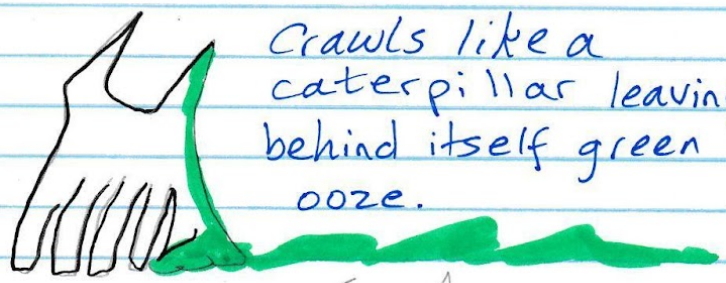
Spider leg double skull ghost spitting enemy.

96 - 98

96.

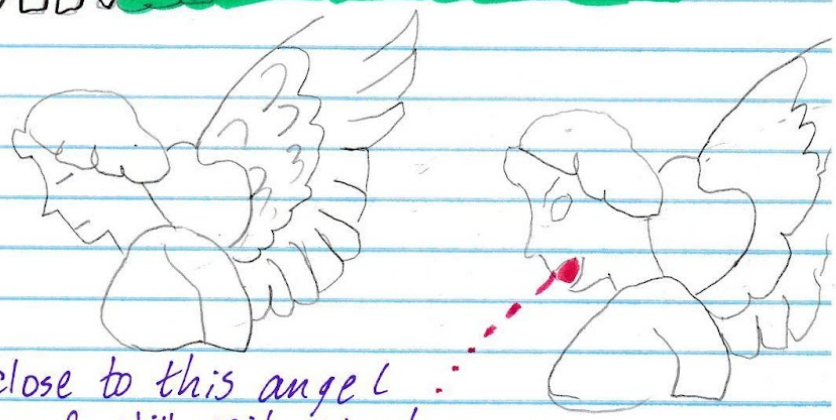
A floating hand-
red finger nails,
fingers dripping
dangerous blood,
et not only drips blood
but slings it at you.

97.)



Crawls like a
caterpillar leaving
behind itself green
ooze.

98.)



Get close to this angel
statue & it'll spit blood on you.

Another idea for a statue of a
head that vomits on you.

99
-102

99.) You can assign a "side two" to characters. When side one dies you can pick what side two will be and will become that.

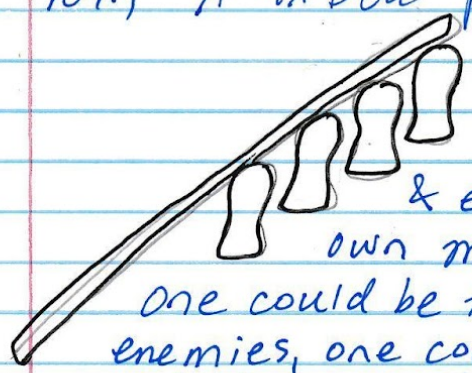
100.) You can enter a loaded-with-good-things area but it's dangerous & difficult to get out.

101.) You can have a shadow self as a power-up. et aimlessly wanders around and you can switch to that self at any time. To power up a power up you can gain greater control over it instead of it wandering around uncontrolled.

102.) Collect fortune-wheel pices in special levels and your odds for getting something good will increase.

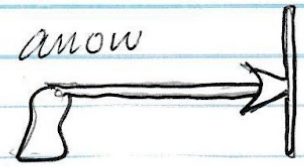
103.) Using my collected video game idea books to have AI auto-generate a game. Recieving submissions from others for that. Game making for the new age!

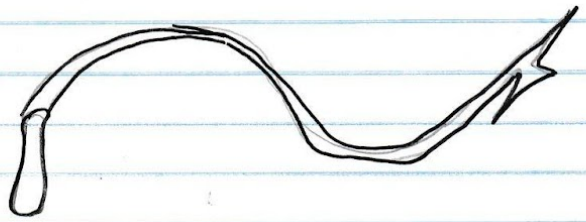
104.) A 4x Bell power staff.



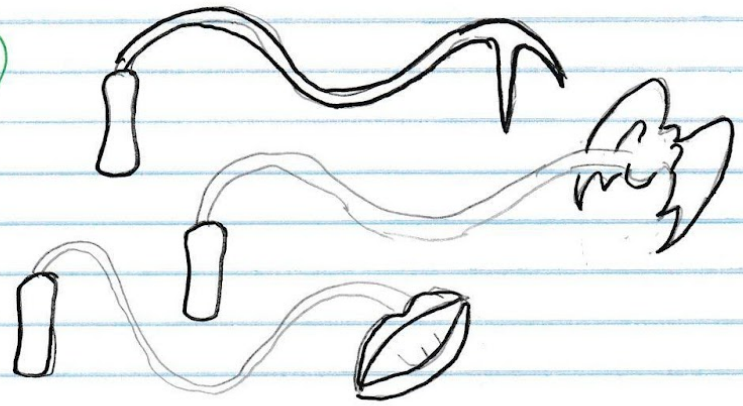
You choose which bells it'll contain & each have their own magical power. One could be to scare away enemies, one could summon spirit-help, another could heal you, another can send magical waves to an enemy, another can open certain doors, and so on w/ many different bells found in the game.

104
105
106

104.) An arrow  that has a magical bell attached to it.

105.) 

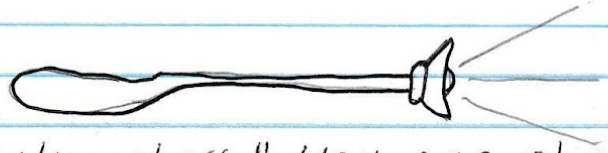
Lightning whip

106.) 

Whip that pinches & grabs, whip w/ wings let you fly. whip w/ mouth sucks things in & swallows them. Also: whips w/ heads for various power.

107-
109

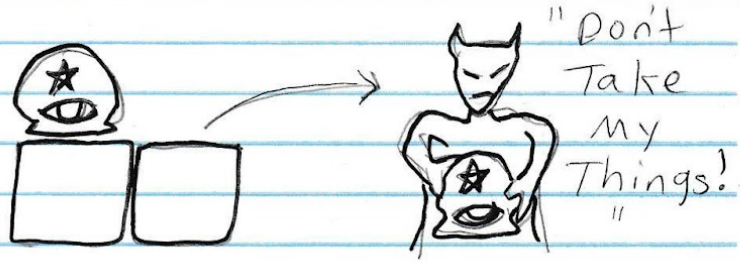
107.)



A "speaker staff." You can charge it by holding down a button. The longer you hold it down the louder and more powerful the sound blast. Can even crush boulders with its power.

108.) A magical bottle that captures sound. Catching the sound of beasts give you their power when you open the bottle.

109.)



After trying to get certain powerups a demon may emerge to stop you and take it back, disapearing back into his brick.

110 111
112

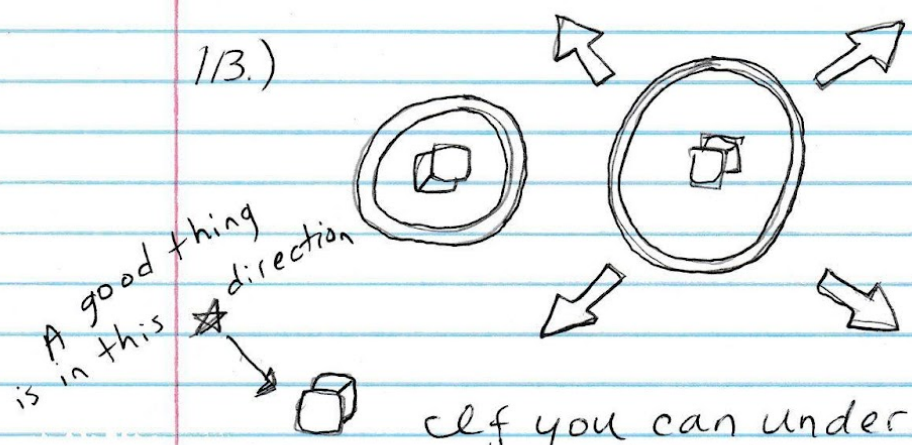
110.) The man before the water peers over it. It is a statue that can be triggered into leaning over & draining all the water into its mouth, revealing a secret area.

111.) A chance key can do one of two things: either unlocks that hard to get through door or blow itself up, harming you.

112.) Keys that can do things other than unlock a door. They may instead have something emerge, turn on, protect you, or something else.

113-115

113.)



elf you can understand...
A box sends outward going rings to examine an area, if anything is found then a star goes toward the box according to the direction it is in.

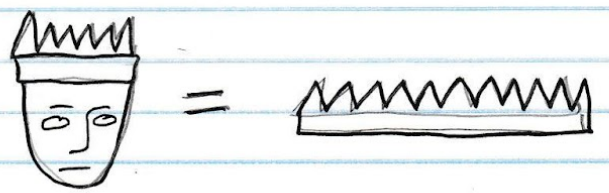
114.) Follow a bouncing star like a rabbit to its hole. Different colors of stars lead you to different things. Gold leads to treasure, silver to weapons, green to potions, red to a dangerous but rewarding area.

115.) Following animals & things into different areas.

116
118

116.) Different characters have different visions, can see things that others cannot.

117.)



There is a crown that raises your defense but you have the option to throw it down on the ground. If you do then a row of spikes will appear (much longer than the crown itself) that harms enemies but not you.

118.) "A mysterious mushroom has grown on your staff." You thought the staff was useless but now it has some neat power to it.

119- 123

119.) A powerup/weapon that turns your enemy into lots of small bubbles. Or maybe making contact w/ something will turn you into them for either a game over or to have you float to a higher area.

120.) Attack on you makes you turn into a balloon and pop, or that power over an enemy.

121.) In an RPG town you can summon people like from a shop, for help, summon the town sage and so on, from a list.

122.) For a cost you can have things delivered.

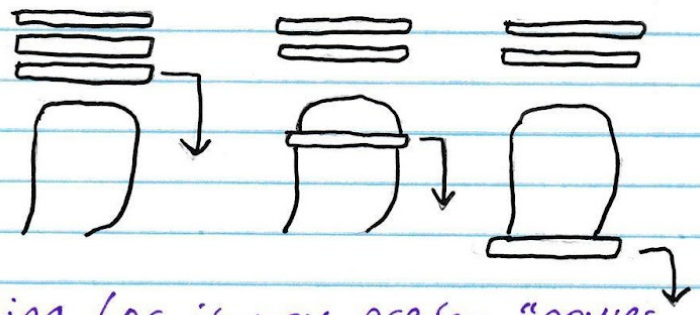
123.) placing a magic fountain where you want to produces healing waters.

124 125 126

124. When you slide down a hill, music plays.

125. An erratic wand, one unpredictable, that does strange things, even glitches things out. Can be called "The Glitch Wand."

126.)

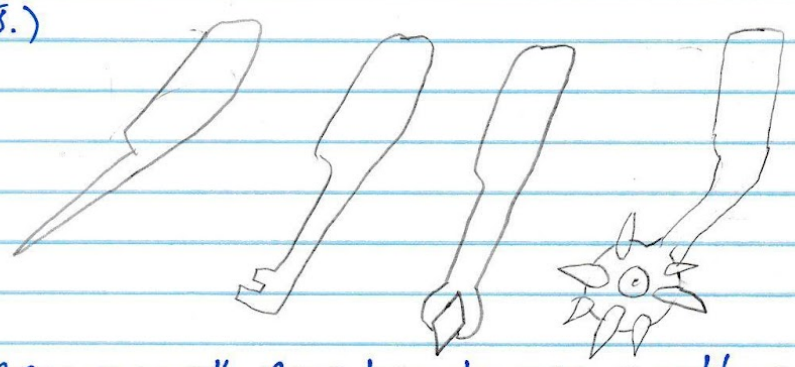


Healing (or if you prefer, "power increasing") halos. You can get a stack of them. When you decide to use one, the bottom one comes down over your head, then increases in size to go over your body.

127
128
129

127.) There are special metal boulders and special metal magnets to go along with them. A gold boulder for example. Carry it to the gold magnet and you will be lifted to an area you could not otherwise go.

128.)



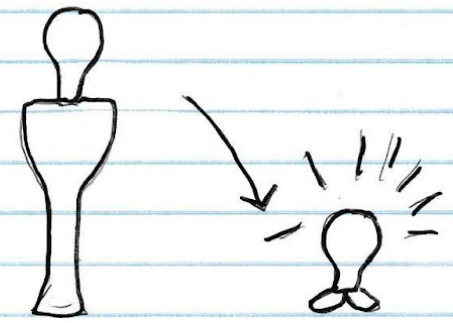
"new arms." new heads are another possibility.

129.)

An enemy or enemy boss in an RPG called (named) Doppelganger. Doppelganger is just like you. Has all of your spells, weapons, items, stats, ect. & even fights the way you do.

130 131 132

130.)



Light bulb in a lamp turns on then jumps off. Then walks around. Don't make contact with its light, its "aura."

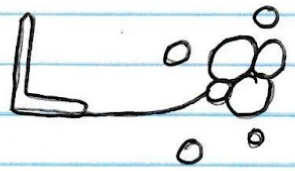
131.) A fighting game based more on grappling but not a wrestling game. More Jiu Jitsu than Karate. One puts the other player in a lock (like a head lock) and the other player's special move is maneuvering out of it.

132.) A D&D video game that's presented like in its original board game incarnation. Has books, figures, dice, ect.

133-
137

133.) A mech suit that gives you four arms. Hands might have four powers. Or perhaps a "minotaur" mech suit — horse body made of metal.

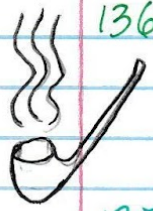
134.)



A "bubble sled" for traveling under water.

135.)

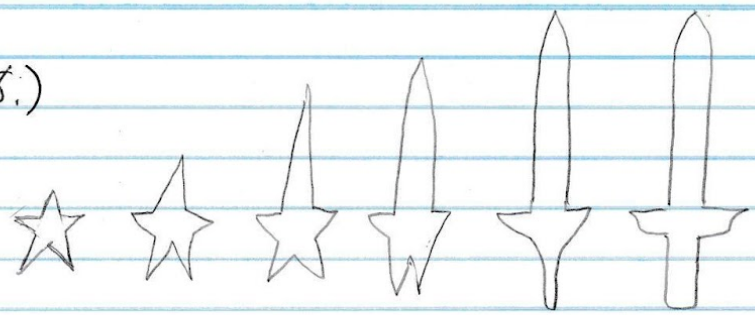
Like the angry sun coming down on you except it is an angry alien in a UFO.



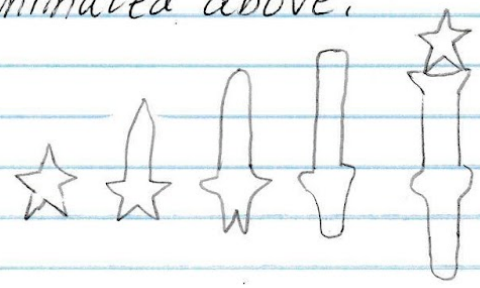
136.) In an RPG or platformer you get special exits based on your level.

137.) There is a smoking pipe w/ smoke coming out. If you make contact w/ the smoke will make things hazy & dizzy for the player.

138.)



A star that turns into a sword as animated above.

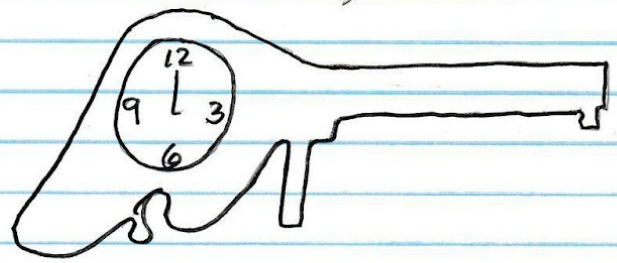


Or into a wand, as shown.

139.) A gun that magically turns things into bullets. The better things you place into it the more powerful & useful the bullets are & they do much more than just attacking enemies.

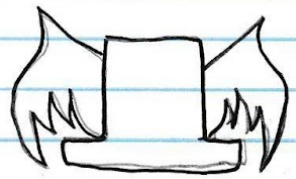
140 ~ 142

140.) A "clock gun."



Depending on what the in-game time is, determines what it shoots out.

141.)



Flying hats try to land on your head, turning you into something else, and this can be either good or bad.

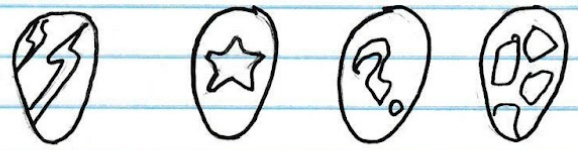
142.) It is your goal to enter into 3D land. You start out in 2D & a mad scientist or something leads you into the 3rd dimension. Or instead of a light/dark world you enter into 3D.

143 144 145

143.) A giant man sucks you up through a star or lifts you up on a spoon & swallows you— if you are lucky you are swallowed instead of grinded in its teeth. But getting out of its stomach is not an easy thing. As a humorous thing— you might be "digested" out some place else.

144.) There is a powerful/highly useful item you can get but a timer starts the moment you grab it, you must bring it to the "safe area" or to the end of a level in order to keep it. If you don't make it there in time it'll blow up.

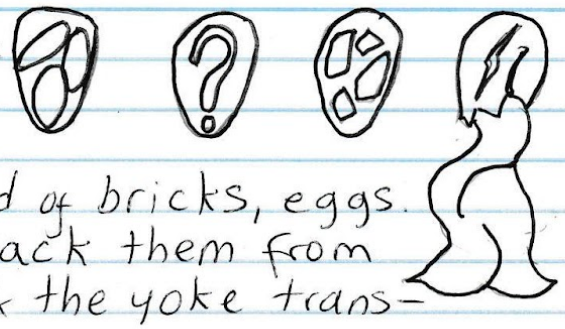
145.)



The player finds and uses eggs, tosses them, and they each do different things according to their design.

146-
149

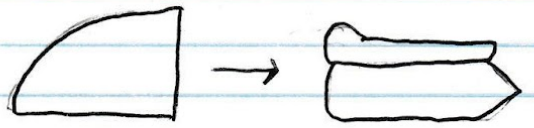
146.)



Instead of bricks, eggs. You crack them from below & the yoke transforms you.

147.) There's a doorway covered by glass. In the game you can pick up a rock, smash the glass, and then enter.

148.)



Cannon shoots a platform bullet

149.) Having the skeleton of something on a leash as a weapon. maybe just its skull - like of a wolf, bear, lion. Include its spine for a creepier effect.

150 - 153

150.) You have something like a troll doll helping you out.

151.) The blue mage has a magical leash and is allowed to have one pet at a time - a pet from a random battle foe, that now helps him/her fight or heal the party.

152.) You have the power to be invisible, to go about unseen or harmed by enemies, but only at midnight in the game.

153.) There is a "toy" job class. Their weapons are toy based. Animating action figure dolls, sending out "100 little green army men," having a yoyo for a weapon, bouncy balls, magic invested toy swords, slime, cards, even turning the battlefield into a more toy-like thing, a board game.

154 - 156

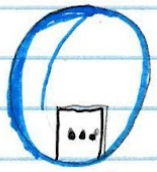
154.)

If you get to close to the red eyes & turn too many of them on, something dangerous will happen.

155.) If you turn on enough blue eyes (or yellow stars) then something special will happen.

Turn them on just by passing by them.

156.)



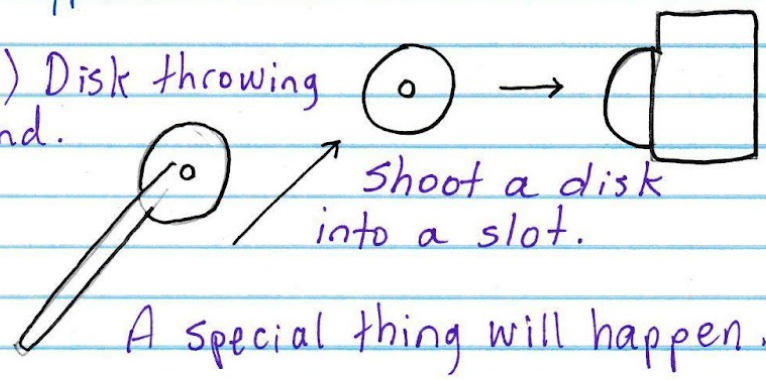
There is a die (one dice) in a glass ball. A "fortune dice," that you push off a platform, it rolls onto the ground, bounces a little, and gives you a special thing. 1 = the least good reward & 6 = the best.

157-159

157.) Every next level (or every four levels if you want) amps up and increases things. The enemies are mostly the same, only larger, might have gained horns, then wings — they evolve, change forms in certain ways, throughout the game.

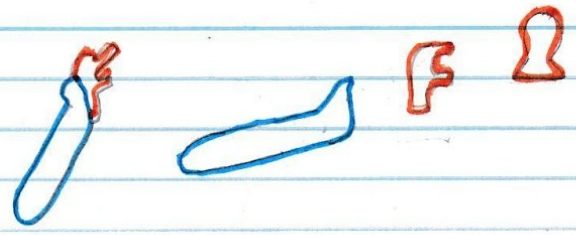
158.) In RPG job classes certain things raise stats & even levels. For the thief it is searching around-going through homes. For the gambler it is in playing cards in a town, like poker or something. For a knight it is protecting their party, and so on.

159.) Disk throwing wand.



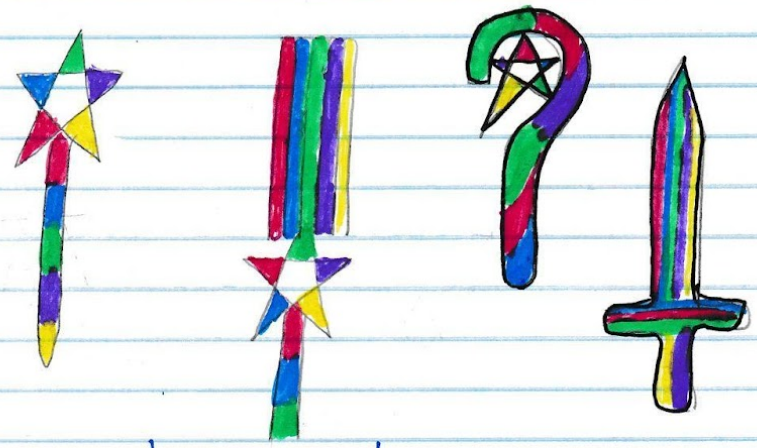
160
161
162

160.)



A magic wand shoots out magic keys.

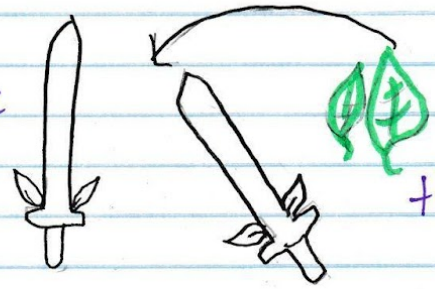
161.)



Rainbow star wand, or cane, or sword, w/ Rainbow power.

162.)

A magic sword that makes



plants appear that were not there before.

163
-165

163.) Early in the game a godlike being says "we will help you hero," and spirits with shovels appear, begin digging, until treasure appears which the player takes to help her or him on their journey.

164.) In a racing game in an area of a lap, your vehicle jumps onto a roller coaster like cart.

165. Becoming a mouse and the screen zooms in allowing you into smaller places (which were enlarged.) Becoming a bear — even a dinosaur & everything becomes enlarged. Become an ant, an imp, or a mini person and go into even smaller places. As a result, one small area becomes a far larger one. Any given level will have a lot to explore.

166 - 169

166.) Suiting up changes the level. If you put on a magic suit or another, things in the level will change. more is added, some taken away, ccatain things change into something different, and the rules change.

167.) You have and get second souls. The worst second souls are easy to get, the better ones more difficult. If you die then you enter into your second soul - which changes the entire level you are in.

168.) Riding on a beast and if it dies you can ride its ghost.

169.) A chariot of ghost horses. Black takes you to the graveyard, White = sanctuary church, Unicorn = heaven, grey = kingdom Ruins.

170, 171, 172

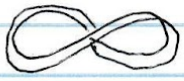
170.) A clay/slime like creature that can take on other forms. If you strike it it'll take <u>your</u> form, becoming like a shadow enemy.

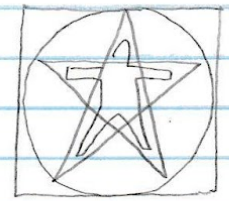
171.) In your stats you can see your combined value of everything you own. It includes every weapon, armor, suit, items you currently own & what they are worth money wise, in total.

You can add to that: if you get to a certain amount you will be gifted w/ something nice as though money is like experience points (reaching a certain amount gets you something.)

172.) For every 100 coins you get you get a 1-up, but for every 1,000 you get 2 of them at once.

173 - 176

173.)  If there is this sign at any place, it is a place where you have limited time before you have to start all over.

174.)  The invincibility star is as one w/ a man in a pentagram.

175.) There are magical cubes you can throw. You can throw them once, where it lands determines what comes out or what happens. There can be different color cubes w/ some colors being more powerful than others.

176.) There are mages to free in the game: black mages, white mages, gray mages, and when you do you are given a magical spell.

177 - 179

177.) There is only one key to free one person/thing per level/area. Depending on the one you free you are given something. If you free the mage you are given a spell. If you free the beast you can call on it for help/ride on it. If you free the merchant you are given a weapon, and so on.
Maybe later in the game you are given master keys to go back & free others.

178.) A highly powerful sword but a cursed one: every so often it sends you to a harsh alternate dimension that you have to work your way through.

179.) A great being offers you their power at a cost. They will randomly send you to a dangerous & difficult area, at any moment. If you make it out 4 times then you will recieve his/her power.

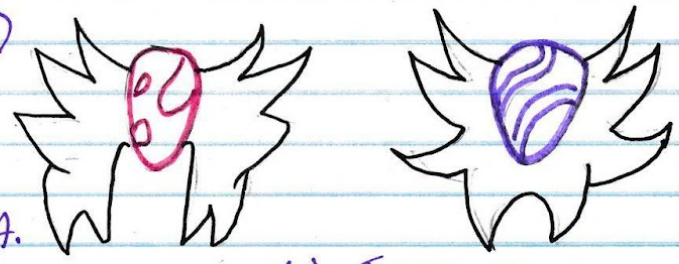
180-182

180.) If you break a clock by shooting an arrow or throw a rock on it then the timer will not bother you.

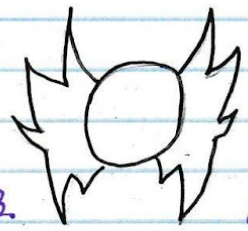
181.) STARS

magic letter coins & a magical vending machine.

182.)



A.



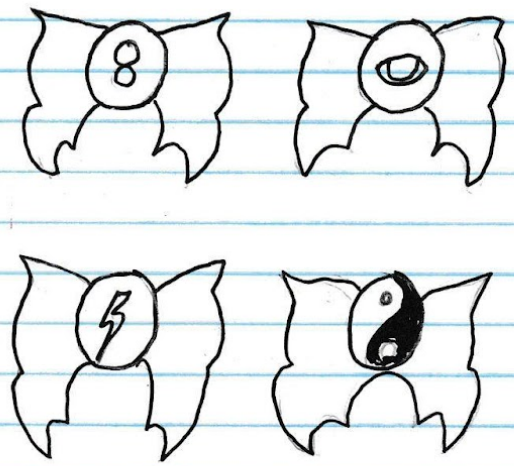
B.

A.) Eggs of magic yoke or content with wings— are shot down w/ arrows. Different patterns mean different things.

B.) a flying crystal ball must either be shot down w/ a special arrow or made to land & burst on rock for it to benefit you.

183 184 185

183.)



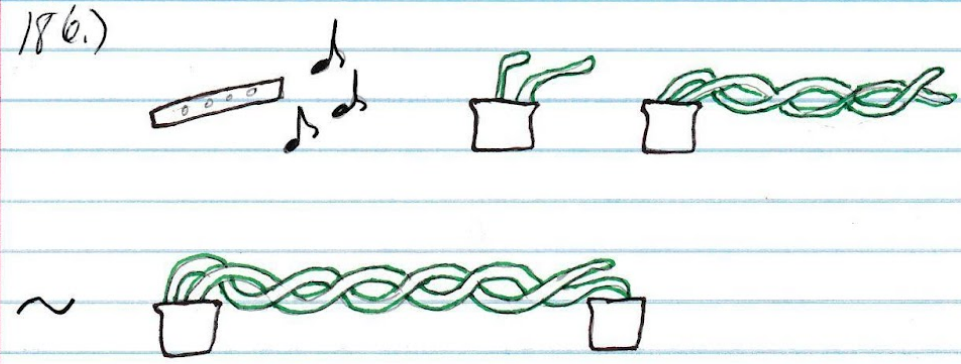
Different kinds of winged crystal balls.

184.) A monsterous (sp.) face appears - this large human like face. It cries great tears into a contained pond bellow. A monster emerges from its waters to fight you (as an enemy boss.)

185.) A gross effect of ear wax coming out of an ear - wax that turns into little monsters.

186-187

186.)

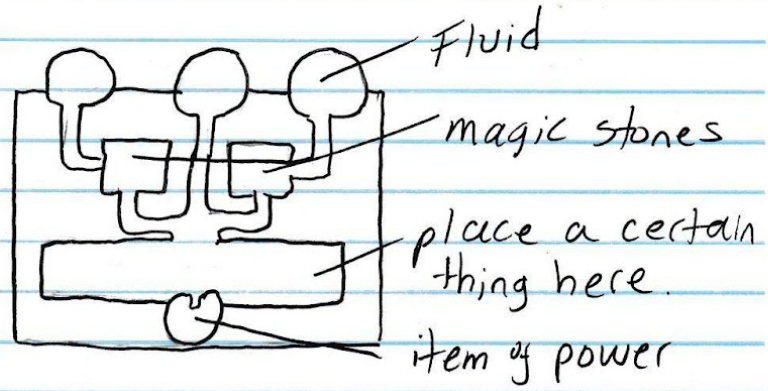


Playing a flute at this basket causes two snakes to come out which criss-cross & go forward, forming a bridge.

187.) If you play a flute and a tree shakes you can get something from it. A flute melody helps you find things. A flute melody causes waters to shake and roll - good against enemies. In general there's a flute melody that makes things shake. That makes things fall down, you can use it to ring large magic bells & other various things.

188 & 189

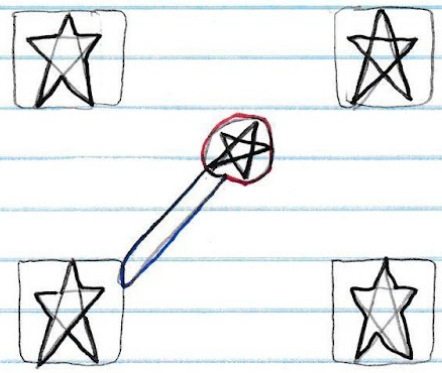
188.)



A "magic circuit board," instead of electrical based, based on magical items. Combining those, then flipping a switch to do things like produce potions, enhance weapons, or any number of other things.

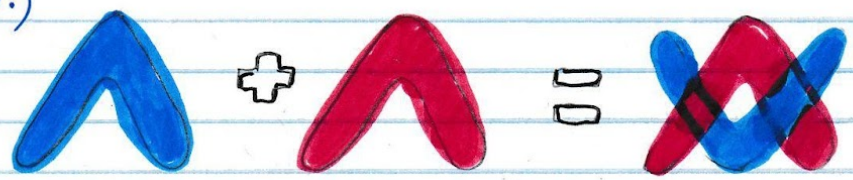
189.) Beasts & things often shed things that you find on the field. Things like fur, horns, snake skin, fangs, hooves, claws, long & giant nales, trees shed magic branches, and so on. They are a seasonal thing. Fur is easier to find in summer for example. These things you find have many uses.

190.)



Certain dungeon rooms have four stars in the corner (or sometimes just one) and if you have a star wand you can bring them to life to attack enemies in that room.

191.)

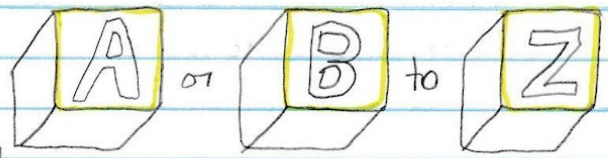


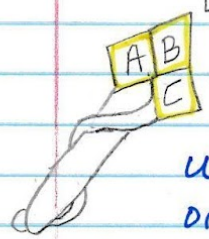
Your first boomerang is just an ordinary one. It's blue. After you get the red boomerang they combine into a magical boomerang that is more powerful

192 193
194

192.) A "bring to life" wand

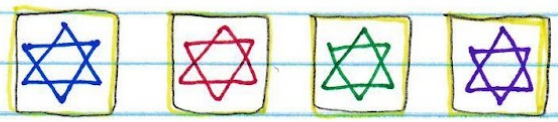
193.)





An "alphabetic wand," when used on a block that has a letter on it, will have something emerge whose name starts w/ that letter. There are a lot of things that can emerge per letter of the alphabet but only one at a time. It is very random.

194..)



A few ideas.. these are changing tiles. You use a wand to convert magic energy into something else depending on the color. Or you gain each tile on a shield, each one adding types of protection.

195- 198

195.) Gambling in the game is not for money but for weapons & items. cet is the only way to get certain weapons & items.

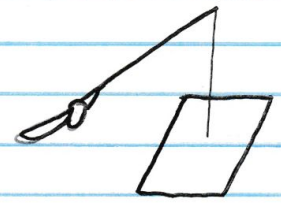
196.) With a metal polisher you can sell old swords at a higher price. With a gem extractor you can replace gems. Some gems are worthless as help, but worthy to be sold. A temper hammer improves swords and also increases their selling value.

197.) You can boil magic water. You can boil magic water in a magic pot. cet increases its potency. And you can boil things inside the pot giving them magical power.

198.) A fire rod fishing pole. A magical fishing pole that lets you fish in lava to collect fire fish.

199-201

199.) Other dimension fishing rod.



A fishing rod that opens up a different dimension on the ground. No telling what will be brought up! And for different areas different things.

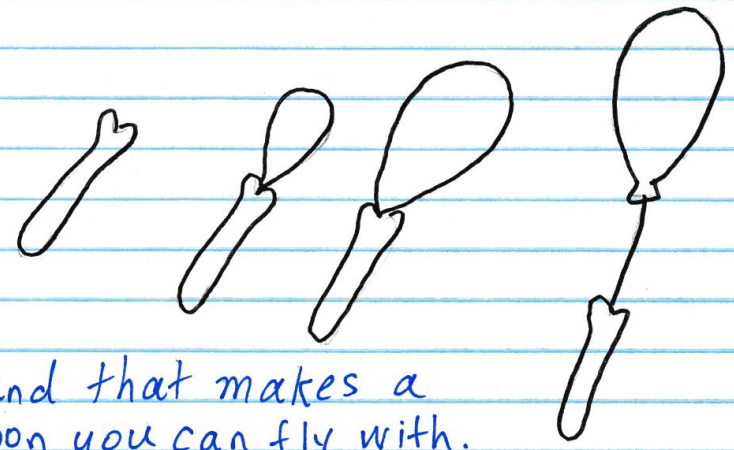
200.) There are "spirit" weapons and shields that can only be held with "spirit gloves." A sword for example goes right through your hands w/o those gloves.

201.) Afinity rings with things like spiders, wolves, bats on them give you the power of that thing.

202, 203

202.) A "devil's pitchfork." You throw it at something, which it pierces into, then a devil appears to pull it out of the way (such as a boulder in the way.) That or a beast appears to drag it away. If it cannot be moved then the pitchfork just disappears before anything appears.

203.)

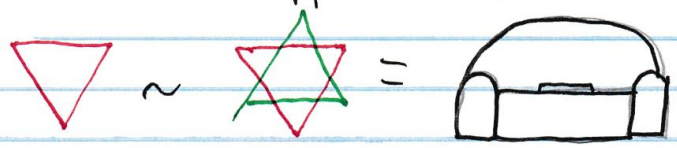


A wand that makes a balloon you can fly with.

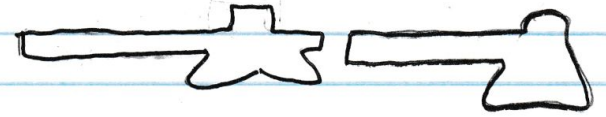
Just have it equipped, hold down a button to inflate it, and it'll take you up.

204 - 206

204.) Green and red triangles. You get the green ones, which isn't always so easy. The red ones are always on the ground in special places. So when you place a green triangle on top of a red one, a magical treasure chest appears.



205.) this.. or like this..



A "magical hammer bell" A magical bell combined with a hammer.

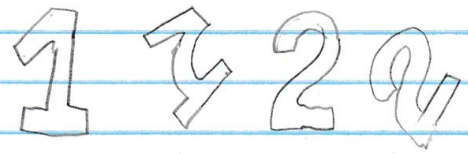
206.) A whole town needs your help. It has been taken over by evil spirits. You must collect and place items that ward off evil spirits, all over the place.

206 207 208

206.) There is a power-up that makes you into stone. There is a downward elevator that only goes down when you are stone. There is a power-up that makes you lighter. There is an upward going elevator that only goes up if you have it.

207.) There is an elevator at the end of the level. There are numbers to collect during the level. If you haven't gotten any numbers you proceed w/o anything. If you have gotten numbers you can go into rooms as on the numbered rooms.

208.)

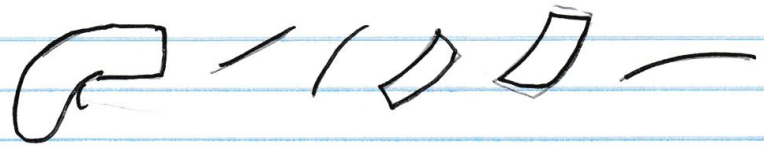


numbers that bounce around. They appear randomly.

209-211

209.) After you have gotten 100 coins something randomly appears in the level you are in.

210.)

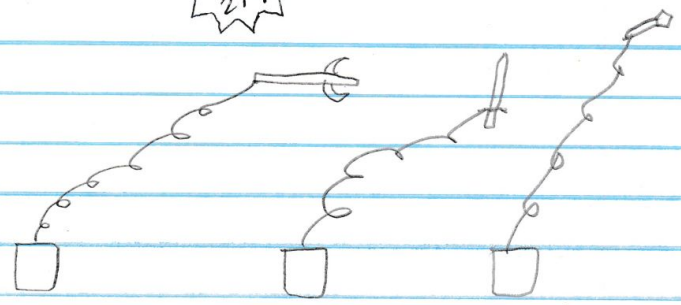


A card shooting gun sends out a card. When that card lands and goes over an enemy it turns her or him into a card. That card gives you special power based on who it was, what it was. Some cards for the gun are better than others at capturing enemies. The stronger enemies require stronger capture cards.

211.) There is an imunity meter for different things. Taking it in small doses over time eventualy enables you to benifit the most from it.

212
213
214

212.)



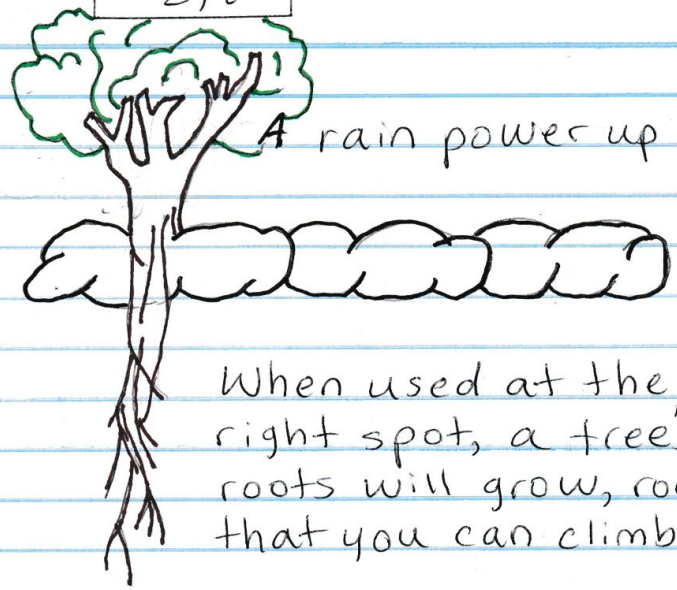
Some dungeon weapons are tethered. you can only use them in a room where found. (if you have the Mighty Glove you can rip them out & keep them.

213.) A 1-1 wand makes a beam (or fire) 1 foot by 1 foot. A 2-2 wand, 2 by 2 feet, and so on.

214.) you can throw energy at things that work in an electrical way. you can throw energy on to magic stones to use as batteries. You can start up engines, gears, and other things that way.

215-
218

215.) A rain power up



When used at the right spot, a tree's roots will grow, roots that you can climb.

216.) You are helped by the ice dragon to bear a fire sword, a sword that cannot otherwise be held due to its heat. That and a fire shield beside it.

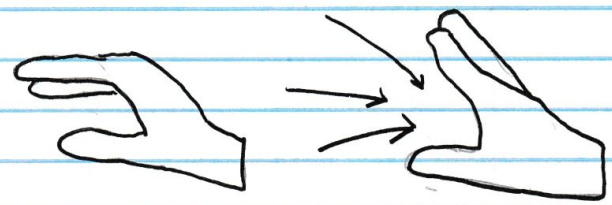
217.) There's a switch in a special level that turns death blocks into blocks you can walk on.

218.) There's a switch that turns cannon balls into rubber balls.

219-221

219.) There are switches to turn harmful fish into rubber ducks. That makes a would-be enemy spit out coins. That make spike things dull. That turns bears into teddy bears and makes a joke of enemies in various ways.

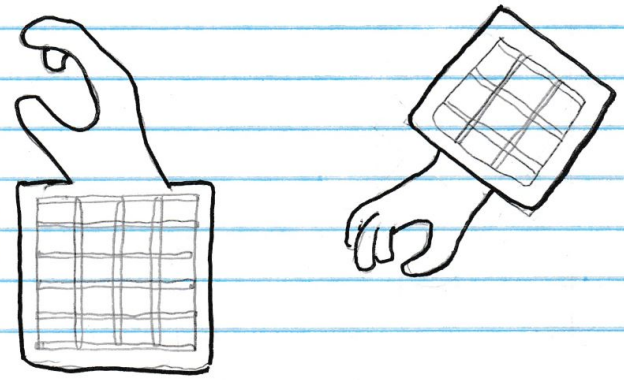
220.)



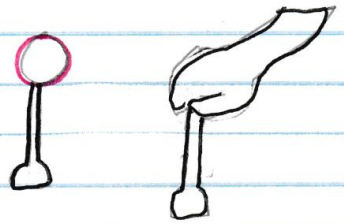
At the end of special areas a large hand opens up, sucks you in, and you are taken to the next area.

221.)

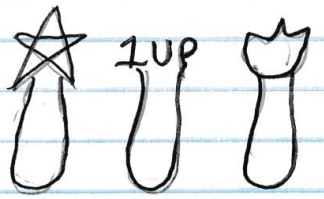
Being taken by The Hand Cage.



222-224

222.)  Summoning a giant hand for a giant switch.

Also: to lift a very large & heavy door, to remove large boulders, to gather a large pot of water & have it delivered, to smash & pound or whatever else.

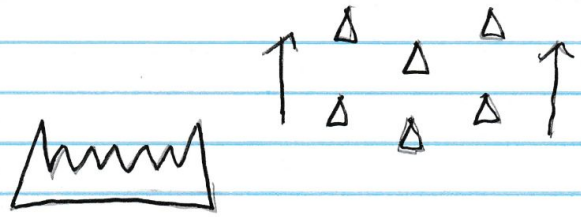
223.) 

A mini game of a bowling game. The pins have rewards on top. The one(s) you knock down (if any) are the things you get.

224.) There are magic healing/empowering bugs that take to some enemy corpses & waste. So on your way and around they are helpful.

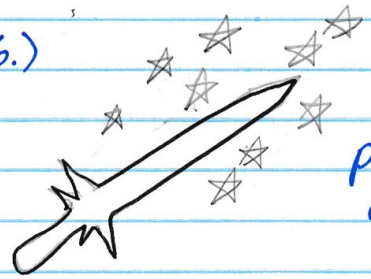
225 - 227

225.)



A protective crown. Triangles come up from it which harm overhead enemies.

226.)



A sword that always has little protective stars going around it.

227.) Every now and then the same enemy in a random battle has a fairy in a bottle. most of the time it does not. When it does & you defeat him, freeing the fairy, your parties health will be restored.

228 229 230

228.) The monster of a random battle steals your weapon. However when you face it again & defeat it, you get it back, only it is more powerful than before.

229.) Every now and then an enemy has a magical necklace that it didn't before. That is a sign for the theif in your party to try & take it. However, if you hold off on taking it, it'll become more powerful the next time it is seen (as indicated by it glowing or changing color.) So by waiting you can steal something better.

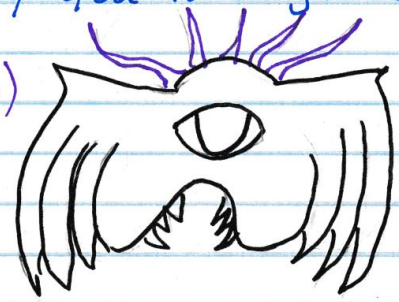
230.) Some in the game are posessed by evil spirits. A special sword, the "Light Bringer" can set them free. They may even reward you by doing so.

232-235

232.) You have an acid spell that can free people in cages, that can melt the gear of enemies, disolve obstacles, and burn away bridges behind you.

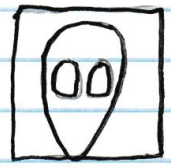
233.) marshmallow enemies melt with fire. clf an enemy temporarily makes you into a marshmallow man then watch out for fire. The enemies are trying to cook & eat you in fact. They'll poke you in a stick & carry you to a fire.

234.)

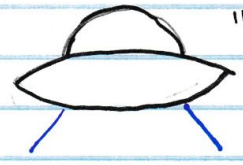


A flying creature that tries to bite your head off.

235.)



Alien Hidden Brick

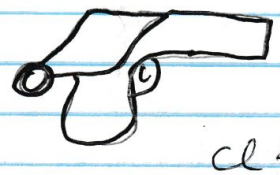


"Where to?" (list appears.)

Either a warp zone or just a way to go highes.

236
-238

236.)

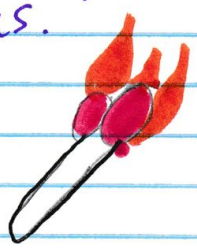


The gun has a grenade like device on it. If the gun becomes useless or you need something more powerful at once (at the cost of your gun) you can use it as a grenade.

237.) A "rainbow waterfall" in the front of a special area cave.

238.)

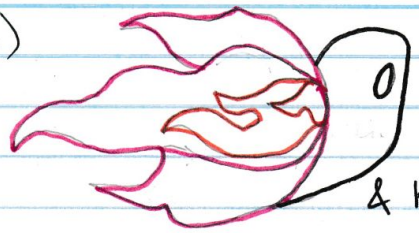
A glowing red sword that keeps you warm in cold (dangerously cold) areas.



or as a shield or fire wand

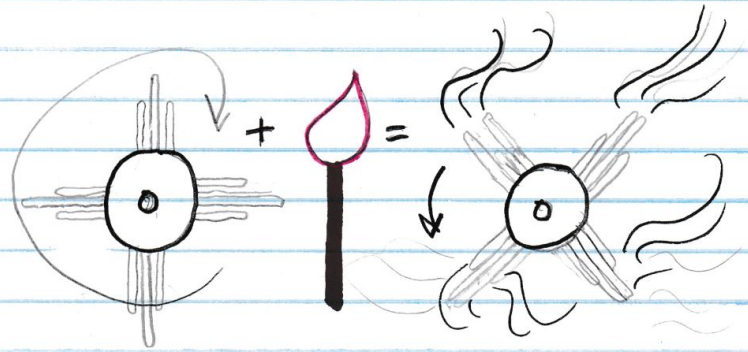
239-241

239.)



A fire spirit companion both protects you & keeps you warm.

240.)



"Zia incense turning wheel" for magical purposes.

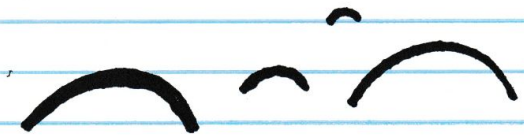
241.)

putting a fire beneath a phoenix figure causes something special to happen.

242, 243

242.) In a platformer, a bunny goes down into a hole, one that it magicaly makes appear and you only have a moment to follow it down. A twist on the "Underground area" idea.

243.)



Some eerie imagry ideas for a dark world: black rainbows all over the place. Large goat like men w/ swords appear & disappear in the distance, statues that had heads in the light world are now headless. Your sword is always dripping blood in the dark realm. You are subject to more brutal deaths. Your shadow sometimes comes alive to bother you. Money has no meaning in the dark world, although trading might.

244 245
246

244.) On certain areas if you stop moving awhile, your spirit will come out and float above to an upper cloud area. Or it can be when you stand on a certain colored block awhile.

245.) When you are attacked in minor ways you'll slowly reheal. When you are attack in a moderate way you will not. When you are attacked in a major way you must hurry & find something to heal your wound, as your health slowly diminishes.

246.) The music expands the further you go along. The music is added unto more & more the longer the time you've been playing.

Adam Jeremy Epp

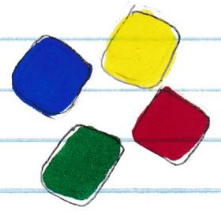
247
248
249

247.) You discover something shocking. A statue that looks just like you. Not even that but your name is engraved beneath it and a date a hundred years old...

248.) Having speed running settings built in. Ones like "deathless runs," a shadow of yourself from previous runs you did, w/ or without this, allowed or not allowed things. At the credits of ending the game the record holders are listed depending on their run-type. Save states, specific levels to choose from and play, can help w/ practice. Old games can also be re-issued to include these settings.

249.) A machine can kind of suck in your soul & return it to you more powerful.

250



An idea for color light buttons on a gamepad. Any button can change between any color of light. They are used based on how the game treats colors.

That is broadly applicable. If green lights up & pressed it can mean go to the green thing and take it. If a sign is red then you can read it or go towards it w/ the red button. Colors on the map, battle choices, things "now available" or ready, red can be a warning light, and colored spots on an enemy can be struck based on the same button color.

Note: the numbering in this book is slightly off, my apologies.

This has been my own personal contribution to the gaming community, something that is important to me. Please share and expand on this book if you want to. That is the reason why it is in the public domain.

I have written a few other game making books, which are:

The Game Makers Bible
The New Video Game Idea Book
Making a Great Video Game &
Free Ideas For Video Game Things

They are all free and in the public domain.

Thanks for reading!
–Adam Jeremy Capps.